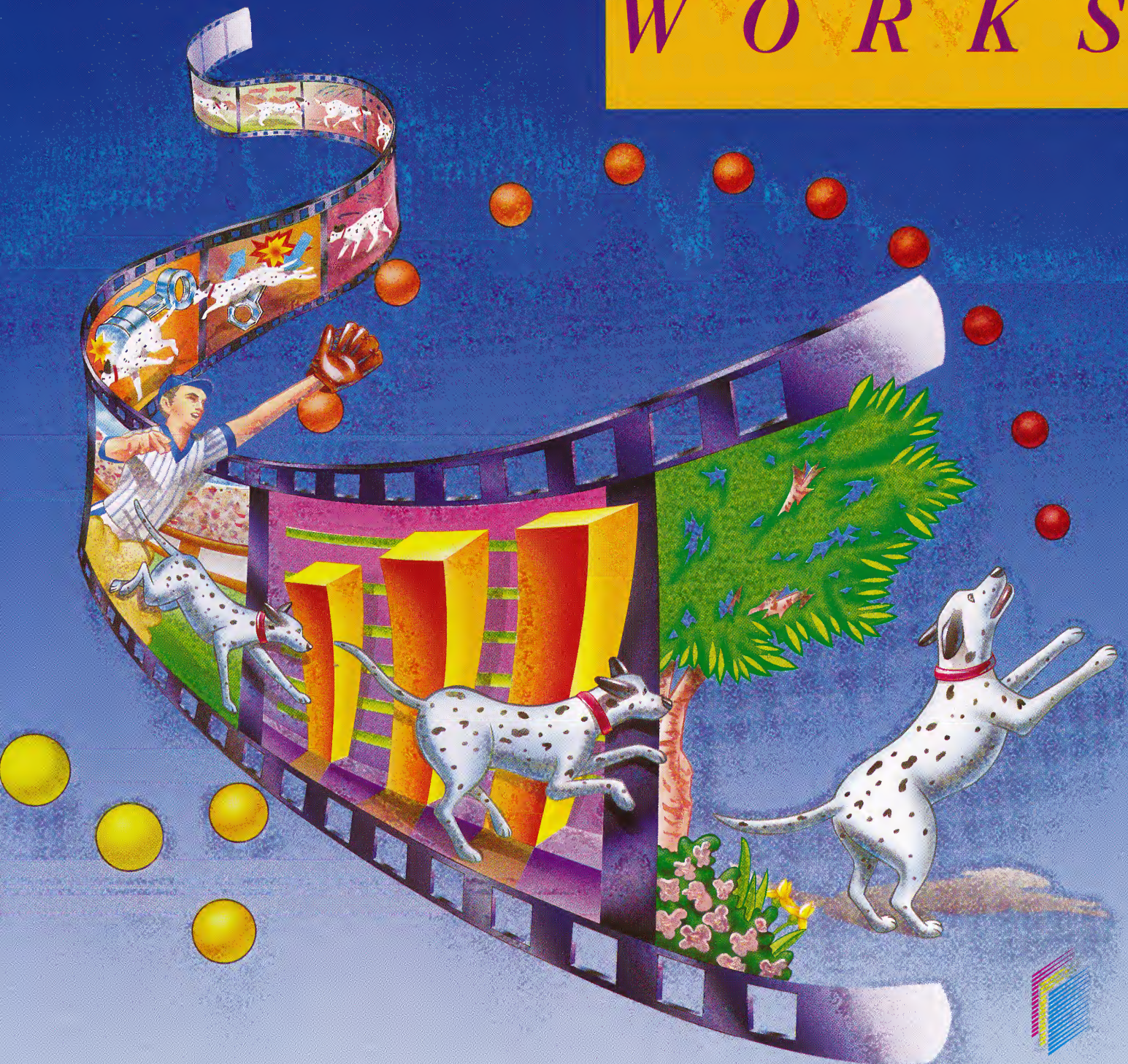


ANIMATION WORKS™



GOLD DISK

The easy way to animate, create, and



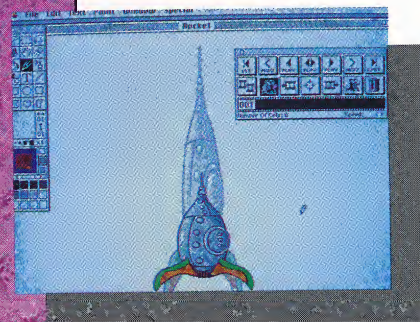
Animation Works™ is an easy-to-use, path based animation software package for Apple Macintosh Plus, SE, and II family of computers. This powerful What-You-See-Is-What-You-Get (WYSIWYG) animation package gives you the ability to combine graphics, text, and sound into colorful, high impact "Movies." *Animation Works* is ideal for education, presentations, simulations, storyboards, video titling and video production.

Animation Works can meet your needs

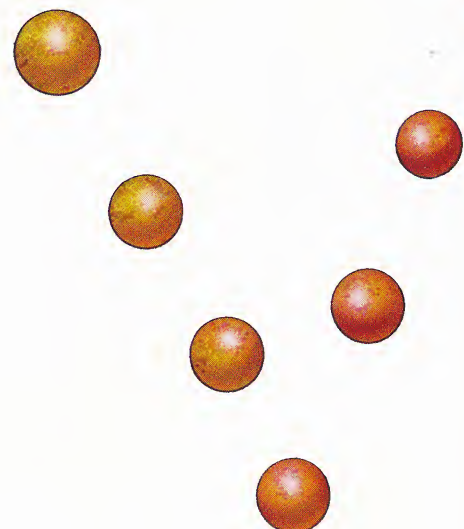
Animation Works is designed to bring the advantages and fun of animation within the reach and understanding of a new level of users by combining ease of use and a short learning curve. While many may use it for its pure entertainment value, others will find *Animation Works* an invaluable business presentation tool. Graphic Designers, Creative Directors and Video Producers will find that this package offers a quick and inexpensive way to create storyboards. And if you are an educator, *Animation Works* provides an easy way to communicate concepts and enhance retention without making a massive commitment to training or expensive hardware.

The Background Editor

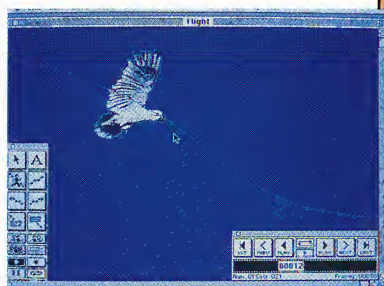
The first thing a movie needs is an exotic location, and with the *Background Editor* you get everything you need to create one. The *Background Editor* is a full featured 1 to 8 bit (256 color) paint program for creating and/or editing exciting backgrounds for your animation. A broad selection of drawing tools, brush shapes, and a fully adjustable airbrush, open up creative freedom. And special effects that allow you to rotate, shear, and reflect selected areas make dynamic images easy to create. Custom, radial, and graduated fills, along with great support for text, complete the *Background Editor* with everything you will need.



Special tools like *Onion Skin* and *Registration* make creating actors a snap



present.



Animation is as easy as drawing a path

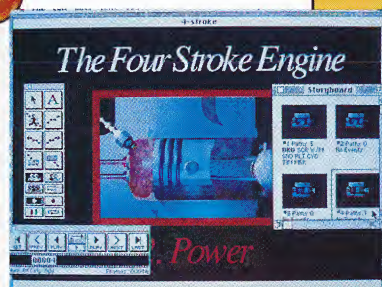
The Cel Editor

The heart of any movie are the "actors," and whether they are characters or business charts, the *Cel Editor* makes creating these "actors" quick and easy. In addition to the versatile paint capabilities found in the *Background Editor*, the *Cel Editor* has special tools for creating or editing the multiple cels that make up your actor. A unique "onion skin" feature allows you to see the previous and/or next cel while working on the current one, vastly simplifying "in-betweening" work and assuring a smooth animation. And the *Cel Editor's* registration tools help keep everything perfectly aligned.

The Movie Editor

Actors and backgrounds are combined and brought to life in the *Movie Editor*. And with "path-based" animation it's as easy as drawing a

line on the screen. Tools for creating a variety of paths and linking paths to each other allow quick development of even complex motions. Control over horizontal and vertical acceleration, as well as a gravity tool which automatically simulates motion under gravity, allow you to create exceptionally realistic animations. And registration tools keep it all looking great. Add text, graphics, customizable wipes, and sound with ease. Even create animated mattes for use with video or other animations. Use the Storyboard feature to generate a visual layout made up of frames of your movie in a matter of seconds. Quickly select which frames to use based on a variety of criteria, and even add comments. Then print your storyboard or use it to navigate through the animation with just a click, making modifications a breeze.



Storyboards allow an overview of the entire movie and may be output for handouts

You don't have to be an artist

A library of actors is included with *Animation Works*. And images can be imported from other programs in PICT and PICS format for modification or use as is. So creating with *Animation Works* is easy no matter what your ability.

All this power is available to you at the touch of a button. No complex codes. No high level programming courses. Power and versatility come with surprising friendliness — *Animation Works*.



Special effects such as animated mattes add impact to your movies

ANIMATION WORKS™

TECHNICAL SPECIFICATIONS

Background Editor

The Background Editor is a full featured 1 to 8 bit (256 colors) paint program for creating and/or editing backgrounds for use in the movie.

Drawing tools

- Line, rectangle, rounded rectangle, ellipse, polygon, freehand, and arc.
- Variable sized or custom shape brushes.
- Multi color patterned fills and borders.
- Air brush with variable flow, size, shape, speckle shape and speckle size.
- Lasso, rectangular, and polygonal selection tools.

Special effects

- Rotate, size, sheer, reflect, perspect, and smooth selected areas.
- Graduated, radial, patterned, and customized fills.
- Ability to define beginning, ending, and intermediate colors for graduated fills.
- Variety of ink modes for special effects.

Text

- Mix typefaces, styles, sizes, and colors within a text block.
- Left, right, center and flush justify.
- Blend colors over text.

Cel Editor

The Cel Editor is used to create/edit actors. It consists of a full set of paint tools (see Background Editor) as well as special tools for dealing with the multiple cels that make up an actor.

Special tools

- Add, delete, and duplicate cels.
- Onion skin—View previous and/or next cel while working with the current cel.
- Registration—Easily maintain registration for continuous animation.
- Auto transform—Create new cels by sizing and rotating existing cels.
- Masks—Create opaque, transparent or custom masks for each cel.
- Import PICT and PICS files.
- Import images from the scrapbook.

Movie Editor

Actors and backgrounds are combined to form movies in the Movie Editor. Movies consist of frames. The motion of the actors through these frames are called Paths. The Movie Editor provides a full set of tools for creating, editing, and manipulating paths. In addition a variety of events such as background changes, sounds, and timing may be attached to each frame.

Paths

- Easily create linear, elliptical, freehand, and polygonal paths.
- Gravitational paths—Automatically create gravitationally correct motion given the starting position, direction, and speed of the actor.
- Auto paths—Select from a variety of predefined paths such as spiral, bounce, and scroll.

- Registered path—Create precisely registered motion by simply pointing and clicking.
- Hierarchical paths—Create complex motions simply by attaching one path to another.
- Move the entire path of the actor or its position on a frame-by-frame basis.
- Modify the priority of any path with respect to another throughout the movie or in just specific frames.
- Cut, copy, and paste paths.

Effects

- Backgrounds—Change backgrounds on any frame. Built-in tools allow easy creation of graduated, radial, or single color backgrounds. Or, use any PICT image.
- Wipes—Reveal backgrounds through a variety of wipes, each customizable to give thousands of variations.
- Matte—Create animated mattes. Ideal for showing one movie through another or video through computer graphics.
- Scroll backgrounds in x and y with user specified acceleration.
- Palette—Change color palettes on a frame-by-frame basis.
- Color Cycling—Cycle through any range of colors in your palettes.
- Timing—Vary playback speeds on a frame-by-frame basis.
- Pause—Pause on any frame in multiples of 1/10s of a second.
- Sound—Add SND or MacRecorder sounds to any frame.

Storyboards

- View your production as a storyboard showing all, or user specified "key" frames.
- Navigate through your movie by clicking on the frames.
- Add comments and output the storyboards as handouts for your clients.

Learning Tools

- Comprehensive reference manual
- Tutorial user guide
- VHS tutorial video tape
- Library of actors on disk

Recommended System Configuration

- Macintosh Plus, SE, II
- One 800K disk drive or hard disk
- 1 MB memory for B&W, 2MB for color

Service and Support

All registered Animation Works users in the United States and Canada will receive:

- Unlimited free telephone support
- Additional support through CompuServe Information Service, Byte Information eXchange, and American PeopleLink
- Advance notice of upgrades, future releases, and other products



GOLD DISK

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416.602.4000

*Specifications are preliminary and subject to change without notice.

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